Nintendo

GAME BOY®

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INSTRUCTION BOOKLET

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Thank you for selecting the Wario Land™ Super Mario Land 3® Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future refence.

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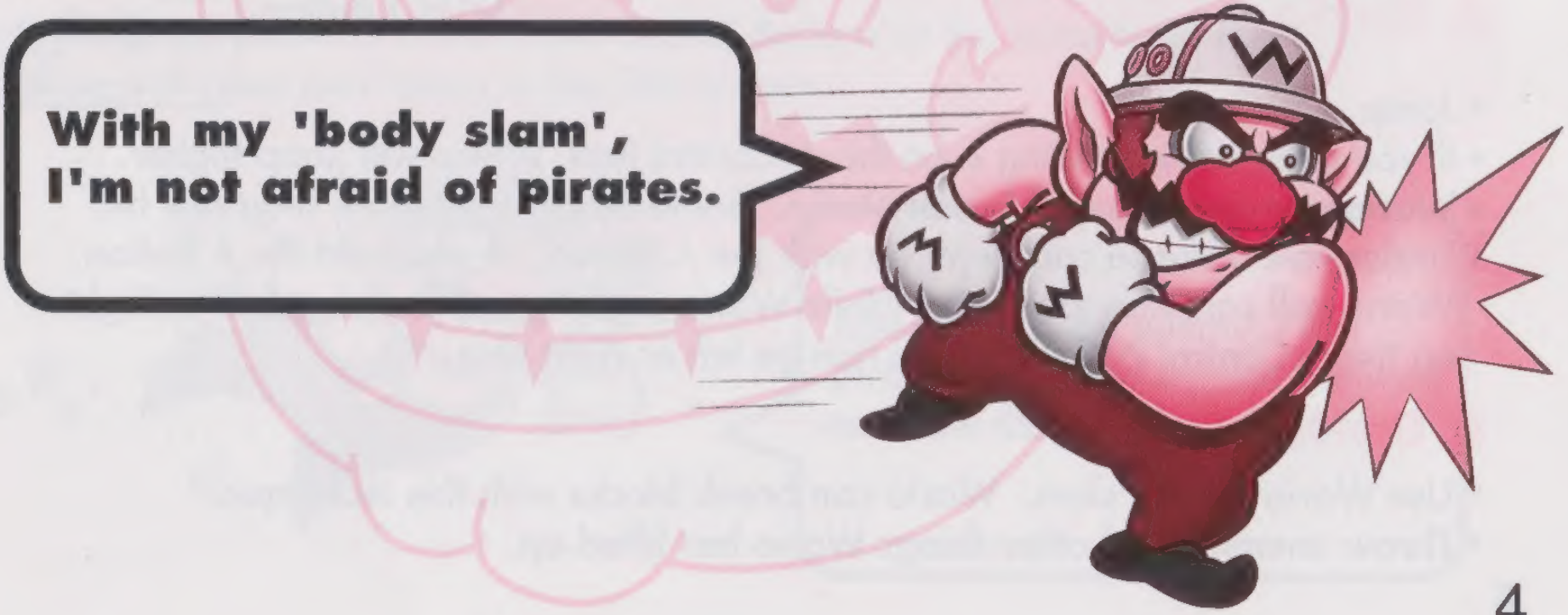
STORY

Remember Super Mario Land 2: Six Golden Coins? Wario tried to take over Mario's castle, but didn't have much luck. Wario, being the persistent guy he is, has not given up. Now, he wants a castle more than ever before.

One day, Wario was practicing being mean when he thought to himself, "Rumor has it that the pirates of Kitchen Island have stolen the giant golden statue of Princess Toadstool. Mario is looking for it but, if I find it first, I could cash it in for a princess' ransom. With that cash and the pirates' other treasures and coins, I could buy a palace that is way bigger than Mario's pathetic excuse for a castle. Ga, ha, ha, ha...! What am I waiting for!?"

Full of confidence, Wario took off. He didn't even stop to think of how tough the Brown Sugar Pirates were. Their leader, Captain Syrup was known the world over for being a really rotten and ruthless guy.

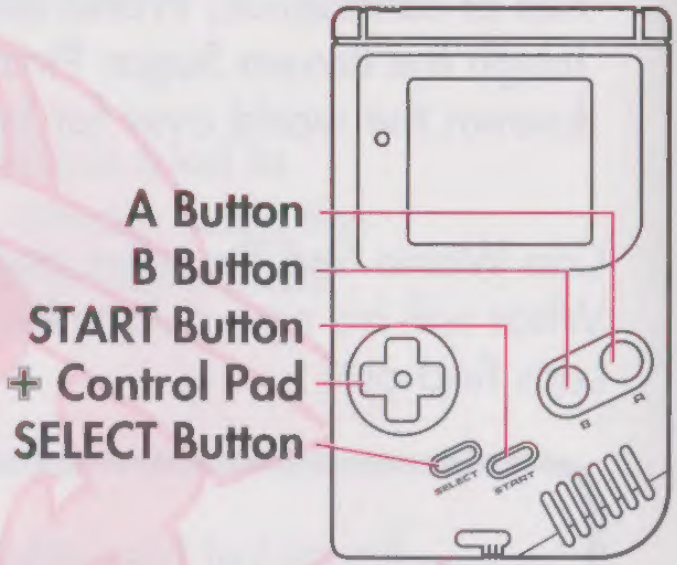
Can Wario find the coins and treasures hidden on Kitchen Island ?
What will his new palace look like? Will he keep being so mean and ugly?
Let's find out!



CONTROLLER FUNCTIONS

✚ Control Pad

- ◄ • ► ..... Move left and right
- ▼ ..... Crouch or go down
- ▲ + B Button .... If you have 10 or more coins, you will be able to take out the 10 Gold Coin.



A Button

- Jump
- If you jump while holding ▲ on the ✚ Control Pad, Wario will jump higher.
- Wario can jump up and break blocks. Some blocks take more than one hit.
- Underwater, Wario can swim up with the A Button. If you hold the A Button, Wario will continue to go up. While Wario is going up, pressing Left or Right on the ✚ Control Pad will make him go left or right also.

B Button

- Use Wario's body slam. Wario can break blocks with this technique.
- Throw enemies and other things Wario has lifted up.

START Button

Start the game
Pause the game

SELECT Button

Not used

*If Wario gets an item, he can Power Up and do special things.

If you press the A, B, START, and SELECT Buttons at the same time, the game will reset and return to the Title Screen.

HINT

After I stomp an enemy, I can pick them up and use the B Button to throw them.

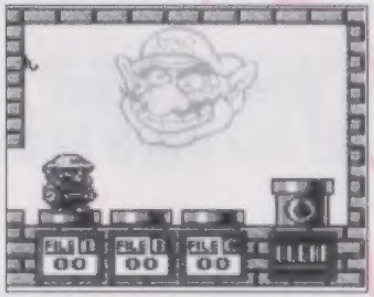
STARTING THE GAME

Correctly insert the Game Pak into the Game Boy unit and the turn the power switch to the "ON" position. You will see the "Nintendo" logo appear for a few seconds before the title screen appears. When the title screen appears, press the START button to begin playing.

Title Screen

On the Title Screen, if you press the A Button or START Button, the Select Screen appears.

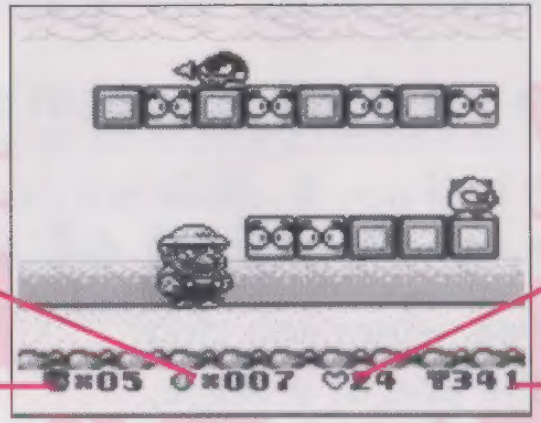
Select Screen



Pipes A through C are the three different saving positions available in this Game Pak. Select one FILE from A to C by using the ✚ Control Pad. Stand on the pipe of the FILE which you wish to play and press Down on the ✚ Control Pad to begin the game.

The number of stages you have cleared is shown by each pipe on the Select Screen.

GAME PLAY SCREEN



When you pause the action, the course number and your current coin total for all completed courses will be shown at the bottom of the screen.

If all of the Warios in reserve have been defeated, some of your accumulated coins and treasures will be taken away.

ABOUT COINS

When Wario has more than 10 gold coins, Wario can produce a 10 Gold Coin, if you press the Up on the Control Pad and the B Button at the same time. Pressing the B Button again will throw the coin which can be used as a weapon.

1 Gold Coin

10 Gold Coin

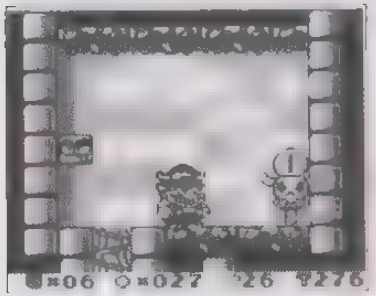
SAVING YOUR GAME

Your game can be saved at the end of any stage or at a save point within a stage.

Saving Your Game at the End of a Stage

Your game is automatically saved when you clear each stage. When you are at the end of a stage, the exit is sometimes closed with a locked skull. Use a 10 Gold Coin to open it.

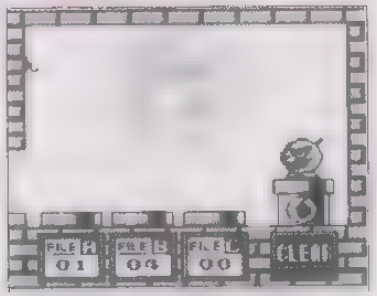
Saving Your Game in the Middle of a Stage



There is a save point hidden in the middle of each stage in the form of a skull. If you find the skull, use a 10 Gold Coin to activate it and save your game in the Game Pak's battery backed memory.

Deleting Saved Data

If Wario goes into the CLEAR pipe on the right side of the Select Screen he will turn into Bomb Wario. If you make Bomb Wario go into pipe A, B, or C, he will erase the data in that pipe.



Bomb Wario

Deleting Saved Data

POWERING UP WARIO

JET WARIO

If Wario picks up a Jet Pot, he becomes JET WARIO.

Jet Wario's Special Techniques

- When you press the B Button, Wario can fly for a short period of time. If he hits a block or an enemy while flying, it has the same effect as if he is using a body slam.
- If you press the B Button again, Wario can stop flying.
- Jet Wario can jump higher and run faster!

Bull Wario's Special Techniques

- The power of Wario's Body Slam is increased. He can break blocks with just one hit!
- When jumping, if you press Down on the ✚ Control Pad, you can make your enemies freeze for a short period of time by crashing into the ground.

BULL WARIO

If Wario picks up a Bull Pot, he becomes BULL WARIO.

- If you jump while holding Up on the ✚ Control Pad, the horns of his hat can get stuck in the ceiling. Press Up on the ✚ Control Pad, to get unstuck.

DRAGON WARIO

If Wario gets a Dragon Pot, he becomes DRAGON WARIO.

Dragon Wario's Special Technique

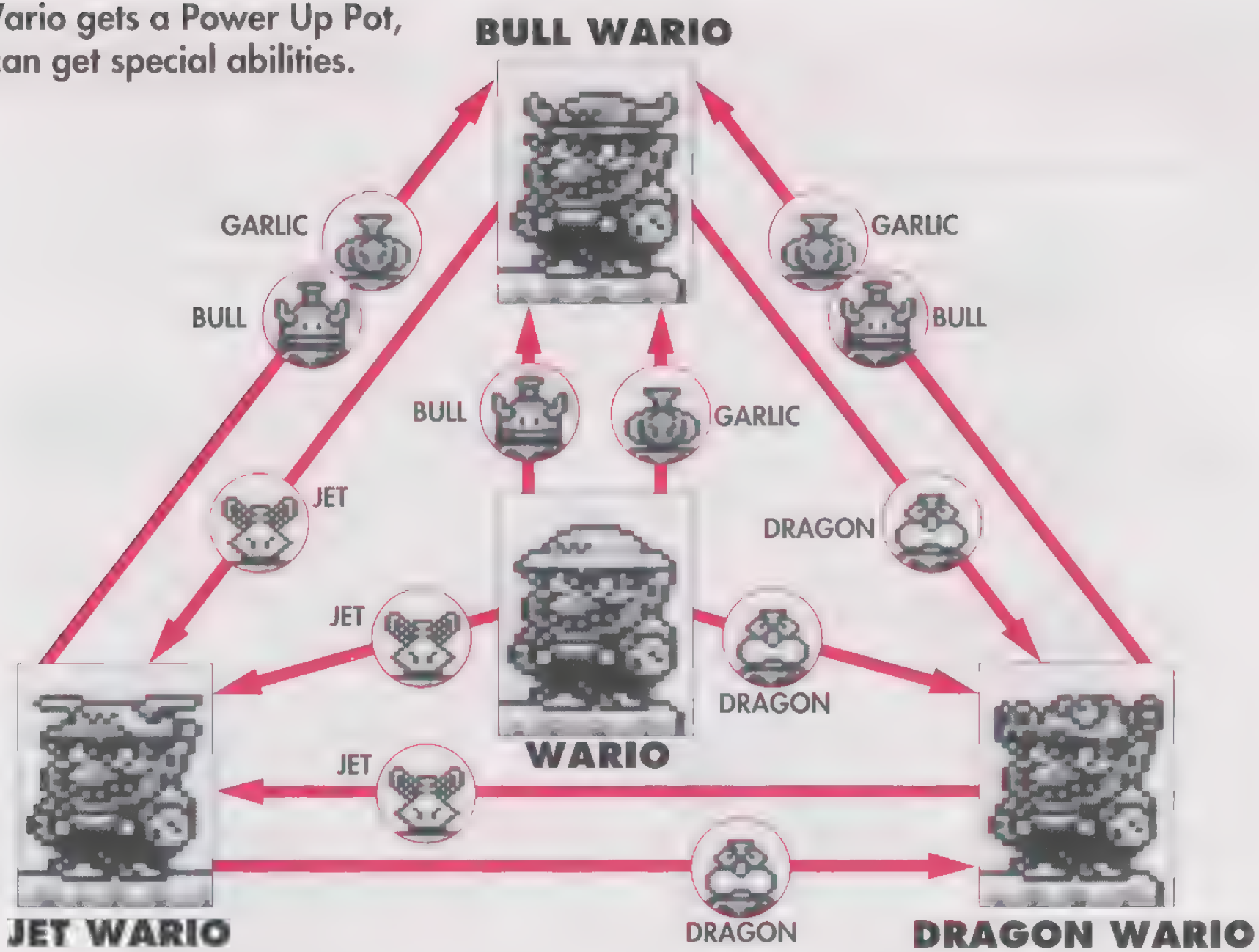
- When you press the B Button, fire will come out of the dragon's nose. This can be used to break blocks and defeat enemies.

SMALL WARIO

If I get hit when I'm my normal size, I'll shrink.

If I find a Pot, I'll go back to my normal size. Then, if I get a Bull Pot, Jet Pot or Dragon Pot, I can become even more powerful.

If Wario gets a Power Up Pot, he can get special abilities.



ITEMS

There are plenty of other goodies that Wario can pick up.

STAR

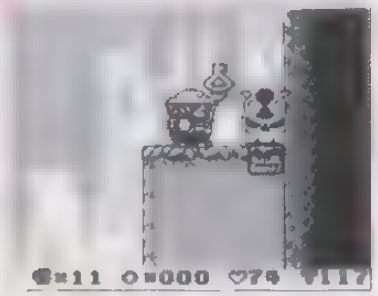
The Star makes Wario invincible for a short period of time. He also can run faster. While he is invincible, he can get hearts by defeating enemies.

HEART

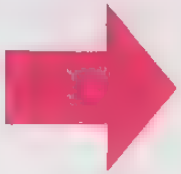
Wario gets a Heart Point for every enemy he defeats. If Wario picks up a Heart, his Heart Points go up by 10. When Wario reaches 100 heart points, you get an extra Wario. At the bottom of the screen, you can see the total number of Heart Points obtained.

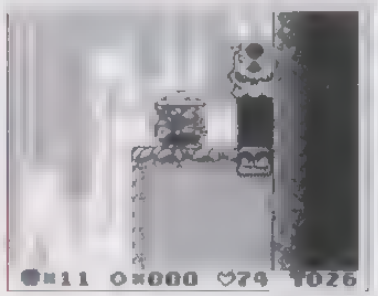
KEY

Keys open Treasure Rooms. When you find a Key, search for a Skeleton Door with a keyhole in the same course. Then toss the key and cash in. You can also toss keys at enemies and knock them for a loop.



Key Skull door





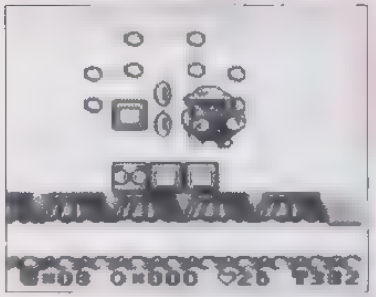
Use a key at the door

WARIO'S ADVICE

Collect as many coins as possible and help me build my castle. Here are the best ways to get coins for your pal, Wario.

Don't miss enemy characters' coins!

When I attack enemies, coins will appear.
Don't forget to grab them.



Break the blocks!

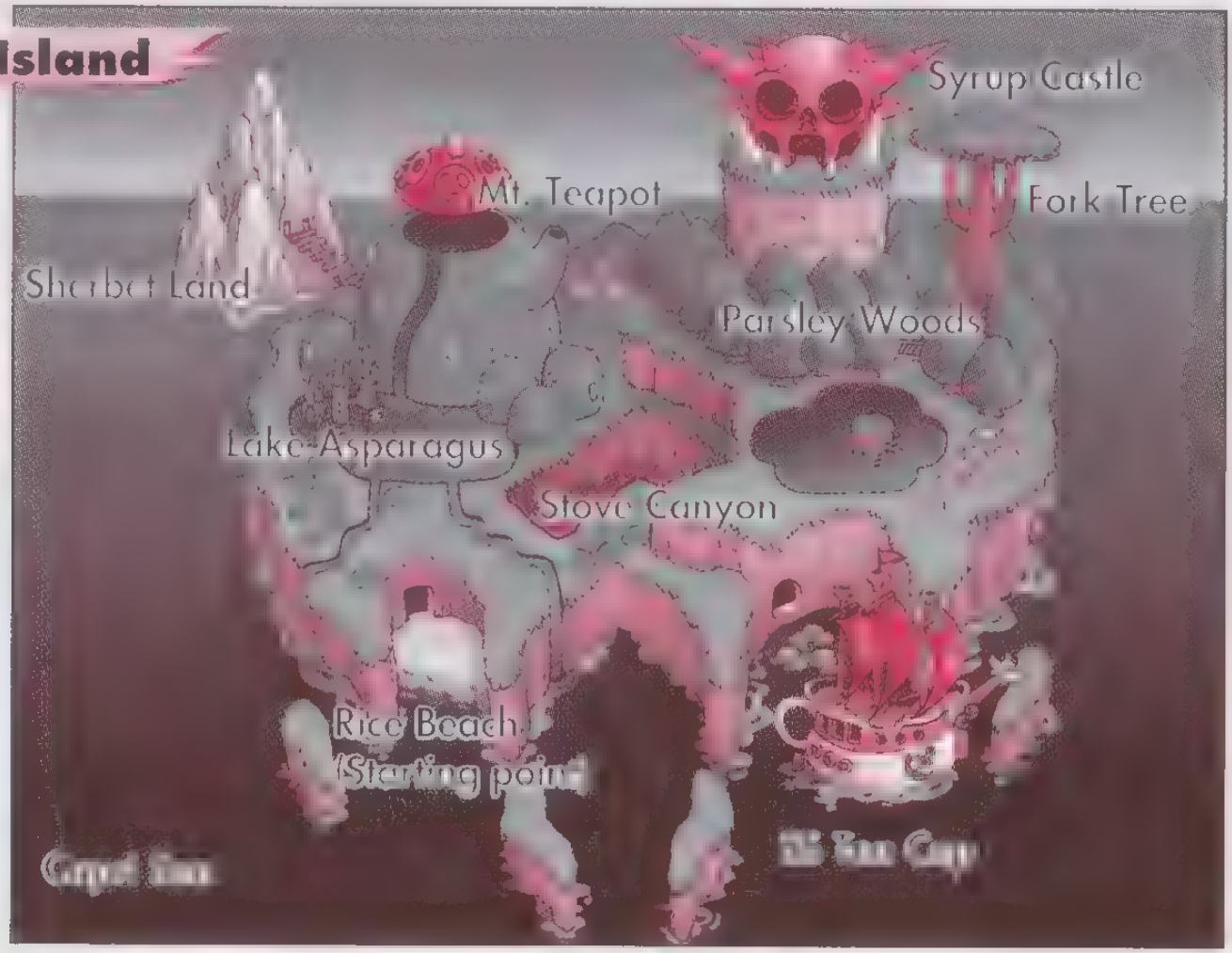
Pirates hide coins in many places on the island.
For example, a coin can be hidden in a block.
Get the coins by breaking the blocks.

There are many treasures and coins hidden on the island. How many coins you can collect depends on your skill!

MAP OF PIRATES' ISLAND

Press the A Button when the map of the island is on the screen to zoom in to particular section, then press the B Button to zoom out to the island map. The maps of individual island sections display the island courses. If a course is marked with a , that course has two exits.

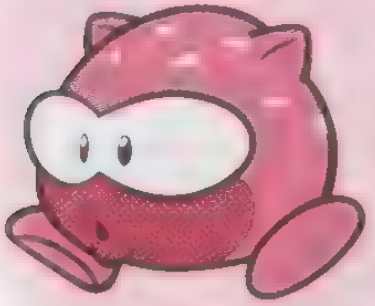
Kitchen Island



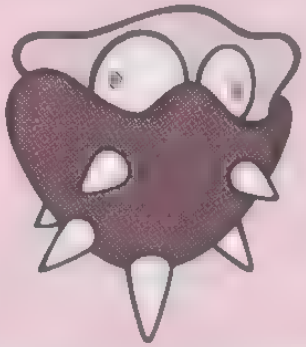
ENEMY CHARACTERS

The Brown Sugar Pirates aren't the only creatures on Kitchen Island. Keep an eye open for these critters too.

WANDERIN' GOOM
This little guy is harmless, but Wario could shake it up for a Coin or two.



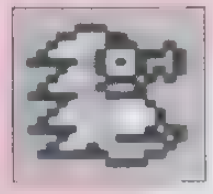
DROPPER
Heads up! This character waits for Wario and falls from the ceiling with its spikes down.

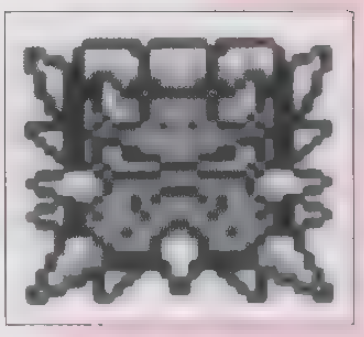


PIRATE GOOM
Watch out for his spear.

PINWHEEL

This sea dragon spins into a blade when it spots enemies.





POUNCER

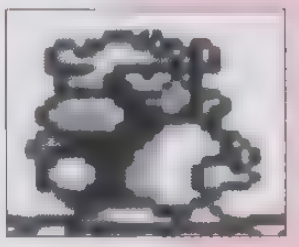
This sturdy creature drops down and pursues Wario. Wario can get a lift on its flat top.

HELMUT

He swims up and down under the water. Watch out the spike on his head!

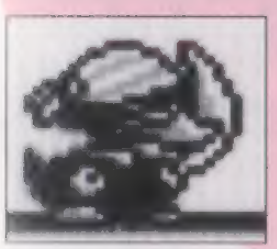
PENKOON

This pirate is part penguin and part racoon. Watch out for its spiked stomach ball.



D.D.

The Dangerous Duck is a boomerang-throwing baddie. When Wario sees the weapon coming, he should duck too.



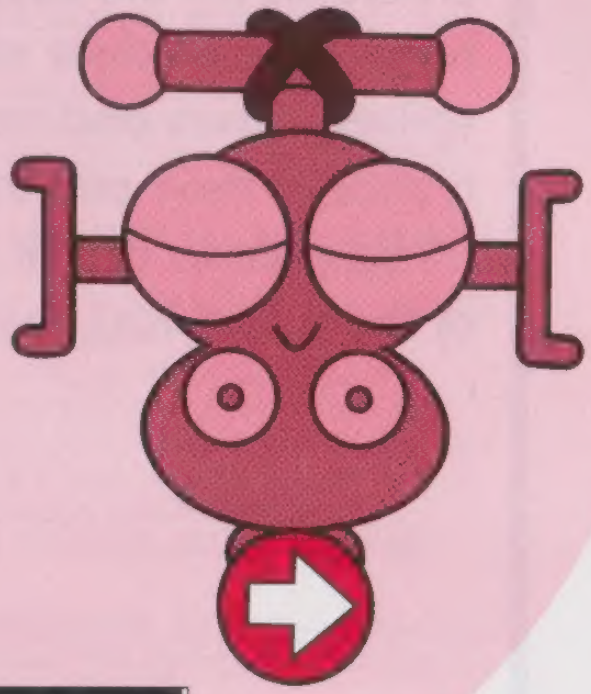
BUCKET HEAD

This cool customer spits icy crystals.

One of the Kitchen Island creatures will help Wario get around.

FLOATER

Wario can ride this creature in the air. The arrow on its ball shows the direction that it will float. A knock on the head will change its direction.



HINT

I can out-muscle any of the creatures on the island, but I'll have to steer clear of their spikes, claws and horns. If I get a shot at their soft underbellies, I'll be able to knock the air out of them and toss them around.

WARRANTY AND SERVICE INFORMATION

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